

Acquire a poker deck of cards with two different jokers.

Describe three major, concise traits of your character. Situations where these apply enable you to draw a card only for that situation for each applicable trait. Drawn cards don't go in your hand. You always discard or play one card from your hand.

Start of the game, each player draws five cards. Players can only vaguely allude to the cards they have.

The journey master leads the players along a demanding adventure that will bring forth major decisions. Each significant situation, each player must play a card. The outcome strength comes from the cards played. The result of situation is noted and a signifier card chosen to be put in the karma hand.

When all players use all their cards, part of the journey is over. A random card is drawn from the Karma hand. This represents the past decision the players will content with in the next part of **The Journey**.

Strengths: 2 through 14. Aces top at 14.

Hearts: Always add.

Diamonds: Add, if situation strength negative.

Spades: Always subtract.

Clubs: Subtract, if situation strength positive.

Big Joker: Success, against all odds.

Little Joker: Failure, despite best efforts.